

Plays on the Atari® 2600 Video Computer System™

DEATH TRAP

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DEATH TRAP

A single player video game for the
Atari 2600 Video Computer System™ and Sears Video Arcade™.

Intended for use with one joystick controller
and a color television.



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Any cartridge which fails will be replaced when returned to:

The Avalon Hill Video Game Company

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As with any video game, turn off
television and game when not in use.

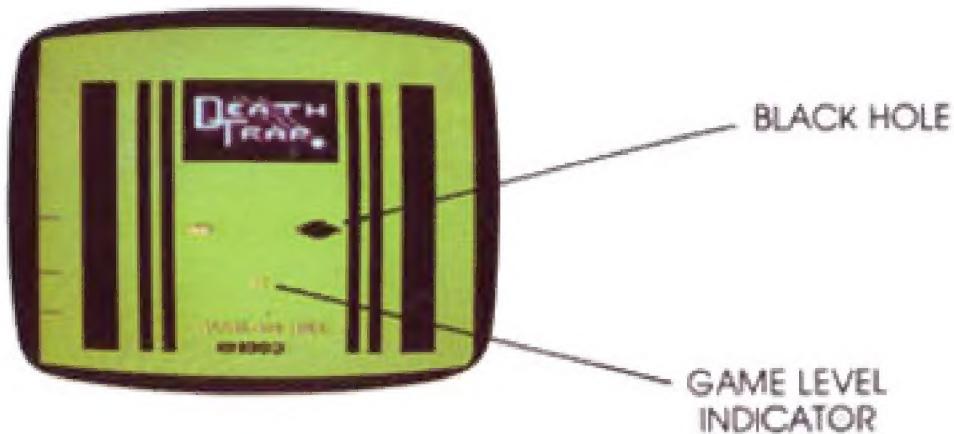
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DEATH TRAP INSTRUCTION'

SCENARIO:

You have just graduated with honors from Cadet training. Your first mission is especially important. You must deliver a TOP SECRET diplomatic message to the Emperor of the Glaxiau Empire—immediately! You proceed to cross the galaxy via the latest Black Hole acceleration techniques when your trip is interrupted by a gigantic space ship which intends on ensuring that the message you carry never reaches the Emperor. You heard of rumors in school of IT being out there—the reason for so many missing ships. IT does exist! And you're in the middle of ITs force fields. Your only hope for survival and success in your mission is to destroy ITs power generators before IT kills you with intelligent plasma fireballs or disintegrates you with high energy defensive shields.

TO START:

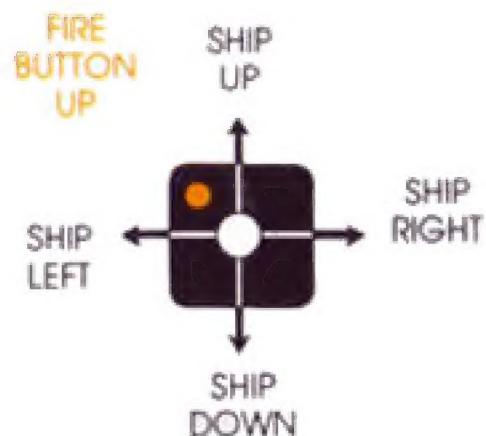
Select either joystick controller by briefly pressing the fire button. The game level of difficulty will appear in the screen. Choose your level of difficulty by pushing the joystick up or down to display the desired difficulty symbol.

- EASY—Slow firing fireballs, small shield segments, repair crew onboard.
- ✖ NORMAL—Normal firing rate, normal shield segments, repair crew onboard.
- ◆ HARD—Fast firing rate, normal shield segments, no repair crew.

When ready to begin, push your joystick to the right.

MANEUVERING YOUR SHIP:

You can maneuver your ship anytime you are not maneuvering your torpedoes. To move your ship up, down, left, or right; move the joystick in the corresponding direction **WITH THE FIRE BUTTON UP**. Be careful not to maneuver into a defense shield as this will destroy your ship.



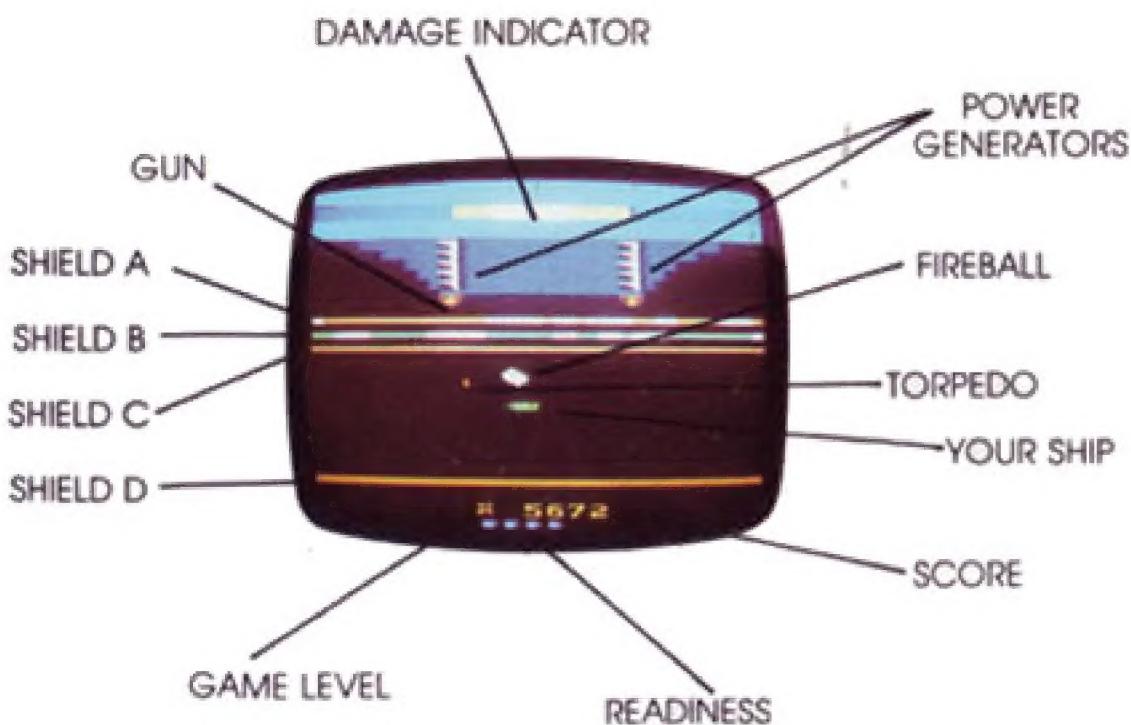
TORPEDO LAUNCHING AND CONTROL:

Torpedoes (you have more than enough onboard) can be launched anytime one is visible on the launching platform (on the top side of your ship) by pressing the fire button. Only one torpedo may be in flight at any time. To control a torpedo in flight, move the joystick left or right to steer the torpedo, or move the joystick up to accelerate the torpedo, **WHILE HOLDING THE FIRE BUTTON DOWN**.



GAME PLAY—DEFENSIVE:

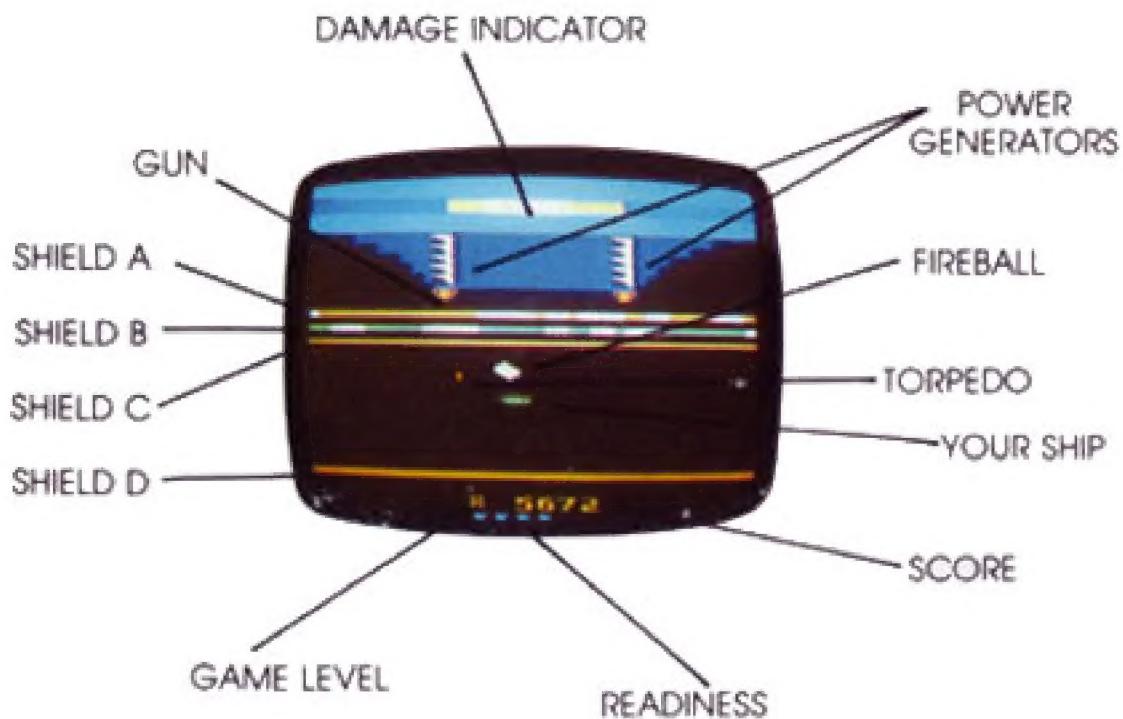
The prerequisite to winning is surviving. IT will fire plasma fireballs at you using an evil but archaic computer. If you keep moving, the computer will have trouble locking on to you. However, if you sit still, IT will be deadly accurate. Your ship starts out at full readiness. This is indicated by the six ship symbols displayed beneath the score. With each hit you receive, your level of readiness will be decreased and one fewer ship symbol will be displayed. When no ship symbols appear, you cannot survive another hit. If you have a repair crew onboard (determined by level of difficulty when you start the game), they can effect repairs and improve your level of readiness one level every 20 seconds **PROVIDED YOU DO NOT RECEIVE ANY ADDITIONAL DAMAGE**. The ship symbols will reflect any improvement in your state of readiness due to completed



repairs. (As an additional aid, your ship color will change as your level of readiness changes.) The shields generated by IT are higher in energy than your ship can withstand. Only your small, hisen-housel coated torpedoes can successfully pass through the defense shields, but even they cannot penetrate the moving shield blocks. Do not attempt to maneuver your ship through a shield. Unfortunately for you, none of the shields protect YOU from ITs fireballs.

GAME PLAY—OFFENSIVE:

Your only method of long term survival is to destroy ITs power generators. The yellow indicator at the top of the screen reflects the status of the power stations. Each power station contains the power generation reactor (white swirling section) and an offensive station (red gun). Damage can be inflicted by hitting the red gun with your torpedo. As damage is inflicted it is indicated on the top of the screen by movement of the yellow bar on the side that was hit. The left and right power stations are also the shield block generators. Whenever they are hit, they will form a block of moving shield directly below them. The right station controls the build up of SHIELD B and the left station controls the build up of SHIELD A. Your torpedoes cannot damage or penetrate these moving blocks. Your torpedoes cannot damage ITs hull.



Whenever you have not inflicted damage for a period of 15 seconds, IT accumulates sufficient energy to lower SHIELD C (directly above you) reducing your maneuvering room. When you have destroyed both the left and right power stations, a central power station will appear. Once damage is inflicted on the central station, defensive SHIELD D (below you) will steadily close in on you. This gives you a limited amount of time to finish off IT before IT finishes off you.

STARTING OVER:

The game may be restarted at any time by pressing the RESET button. At the end of each game, pressing the fire button once will start a new game.

SCORING:

You start the game with zero points. Points may be added or subtracted but your score will not be allowed to go negative. Points are added for your condition of readiness, damage you inflict on IT, and bonus points for destroying each of the 3 power stations.

Readiness—Every few seconds, up to 6 points are added based on your level of readiness. Readiness points are determined by the number of small ships beneath your score.

Damage—Ten times the total number of hits on ITs power stations are added. (First hit = + 10 points, Fifteenth hit = + 150 points).

Bonus points—Totally destroying left or right power station = + 2000 points. Center station = + 5000 points.

Penalty—You lose 90 points every time IT is able to lower SHIELD C.



GAME DESIGNER'S NOTE:

The moving blocks in the defensive shields are generated directly below the left and right red guns. Careful timing will allow you to create new blocks on top of existing blocks. This will reduce the amount of interference between you and the guns, and is especially helpful in destroying the central power station when time is limited.

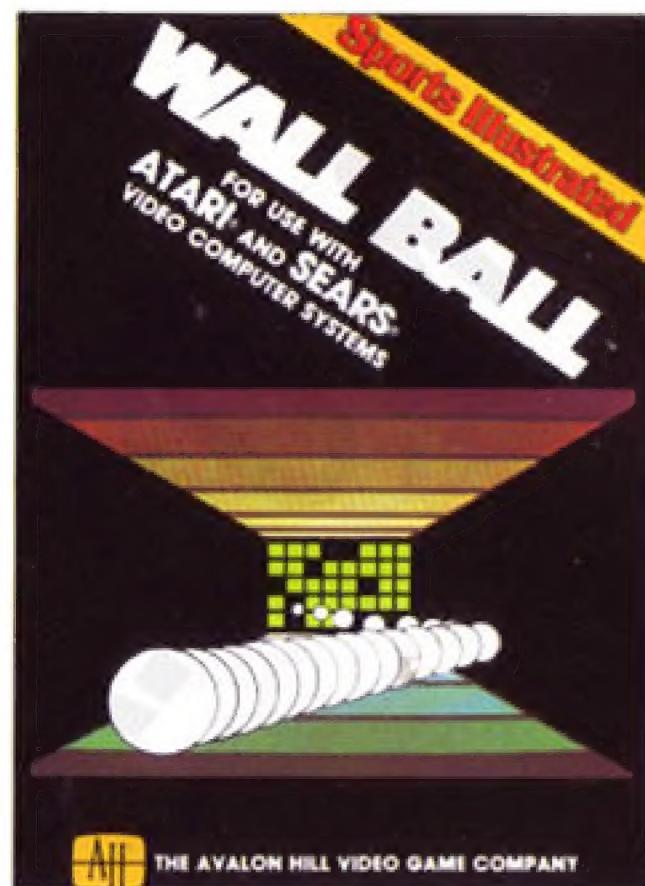
Video Games That Really Defy Boredom!

WALL BALL, a Sports Illustrated game, is a challenging and visually stunning 3-D bouncing-ball game for one player. Points are earned for knocking out bricks, but controlling the small, rapidly moving ball requires considerable skill. The player must master all nine levels of difficulty to win a five set match. Adapted from a Microcomputer game, WALL BALL utilizes the full computing power of the VCS™.

LONDON BLITZ is a real-time strategy game, requiring a combination of quick-thinking, excellent manual dexterity and logical deduction. Unexploded German bombs have turned daily existence in London into a nightmare. It is up to you, a soldier in the British Army Royal Engineers, to find and defuse the unexploded bombs (UXBs). They're falling fast and your only hope of getting out of this nasty business is to get promoted to Captain. Get Busy! Be careful! And God Save the King! LONDON BLITZ's four screen graphics include a scrolling map and 3-D street level view.

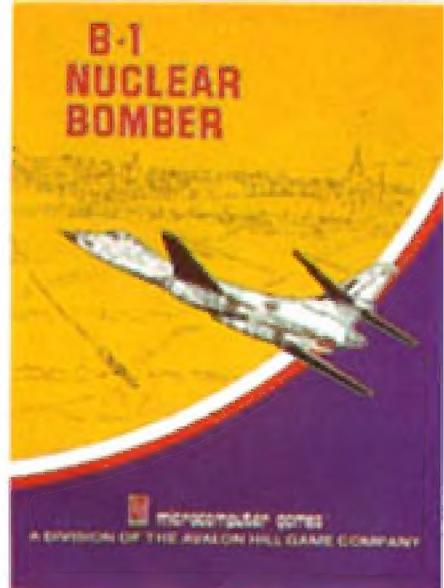
WALL BALL and LONDON BLITZ are available on the Atari 2600 Video Computer System™ and Sears Video Arcade™. They are intended for use with one joystick controller, and a color television.

There are more games for the VCS in the making, some which will use an advanced engineering design to increase the memory of the VCS.

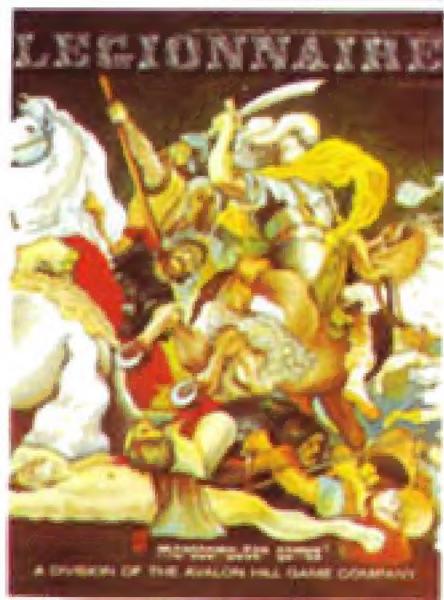


MICROCOMPUTER GAMES . . .

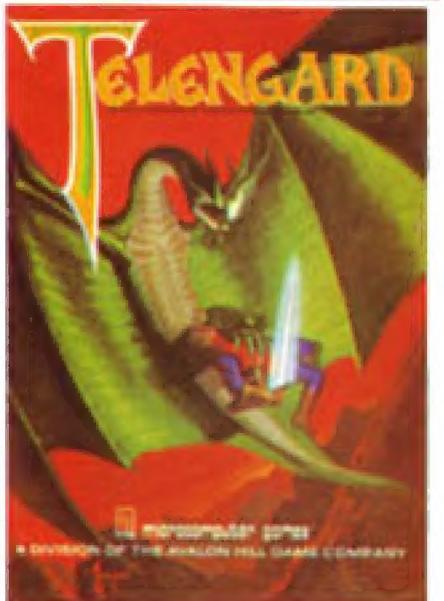
B-1 NUCLEAR BOMBER—You are the pilot of a B-1 bomber on a mission over the Soviet Union. You must fly through stiff Russian defenses to the target city, bomb it and return home. Your computer controls the Soviet MIG fighters and surface-to-air missiles. You must rely on your electronic counter measures and self-defense missiles. Available on cassette for the Atari 4/8/1200XL (16K), Commodore 64, VIC-20 (16K), TI-99/4A (16K), Timex Sinclair (16K), TRS-80 Mods. I/III (16K), Apple II, II+, IIe (16K), and PET (16K). Available on diskette for TRS-80 Mods. I/III (32K), Apple II, II+, IIe (48K), Atari 4/8/1200XL (24K), and IBM PC (48K).



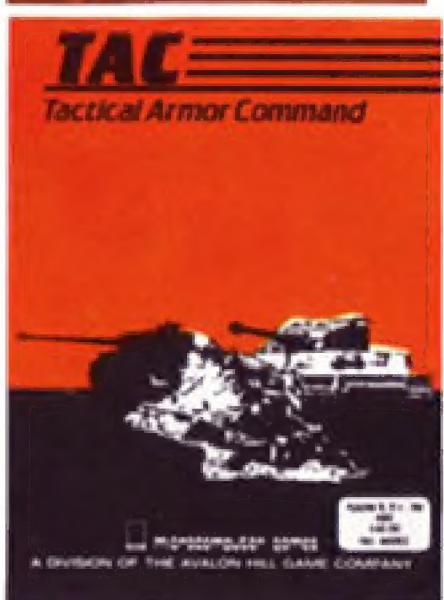
LEGIONNAIRE—Highly acclaimed real-time wargame simulation by Chris Crawford. You as Julius Caesar command up to ten legions, against the barbarian infantry and cavalry during the days of the Roman Empire. The game provides shock effects, fatigue, morale and slope effects as the battlefield scrolls before you in full color and animation. Available on cassette for the Atari 4/8/1200XL (16K), and Atari 4/800 diskette (32K).

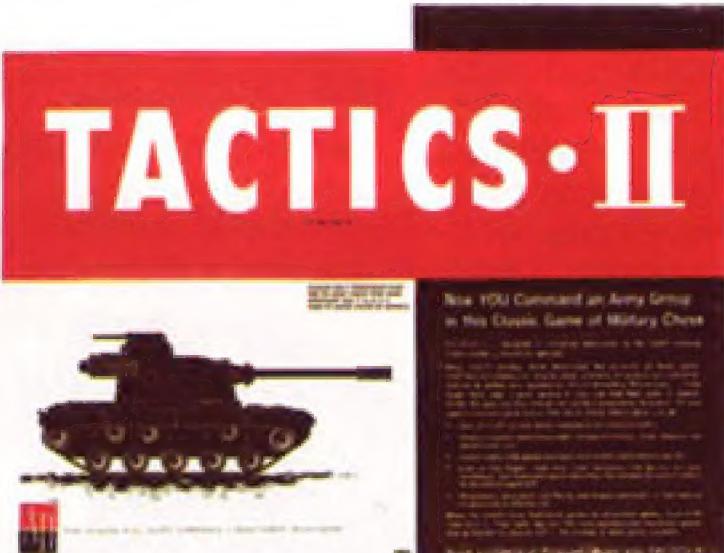
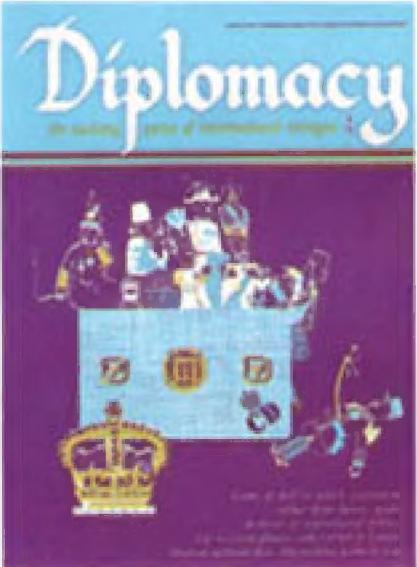
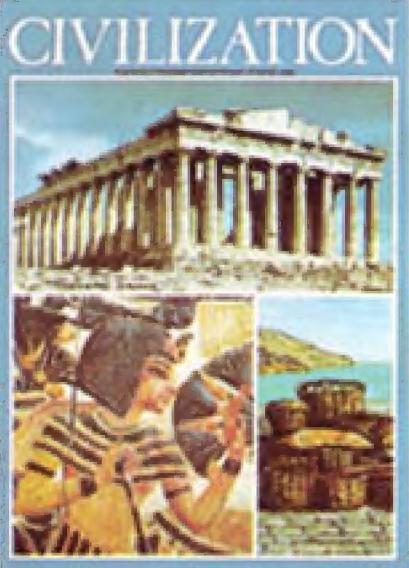
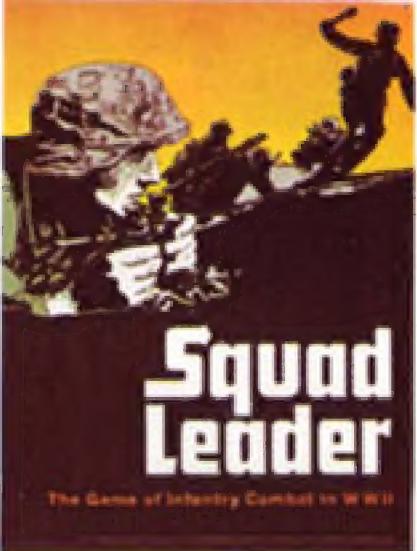


TELENGARD—Another not so mighty adventurer bites the dust! A 50-level dungeon exploration game. The monsters and creatures will not wait for you to react, so quick wits and reflexes are needed. Will you return from the cruel labyrinth to tell tales of horror, despair, great treasure and magic? Or will you be another of the foolish ones, only to perish in the dark depths? Available on cassette for the Commodore 64, TRS-80 Mods. I/III (32K), and Atari 800/1200XL (48K). Available on diskette for the Apple II, II+, IIe (48K), Atari 800/1200XL (48K), and TRS-80 Mods. I/III (48K).



TAC—Avalon Hill's Microcomputer game of Armored Combat during World War II. You control individual tanks, anti-tank guns, and infantry squads in tactical combat situations. For one or two players featuring outstanding hi-resolution graphics and enhanced sound. Five different scenarios are available from Meeting Engagement to Stalemate. The players control up to eight vehicles, guns and squads simultaneously, utilizing the equipment of either the German, British, Russian or American forces. A simulation for the most demanding wargamers. Available on the Apple II, II+, IIe (48K), Atari 800/1200XL, IBM PC and Commodore 64 versions available later this fall.





BOARD GAMES . . .

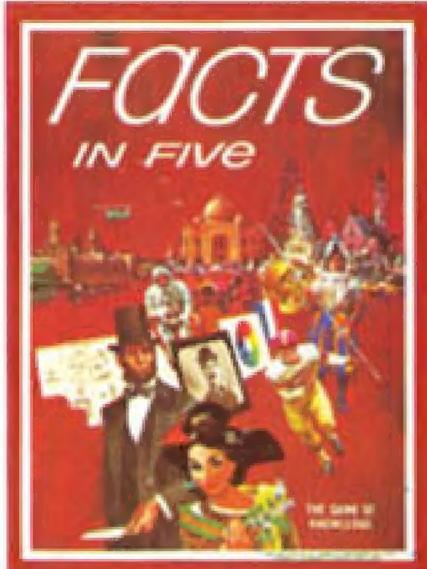
SQUAD LEADER—Russian, American, and German forces engage in bloody street fights, descend on enemy held villages, take key hills, or cross open fields in the quintessence of infantry combat. A game that recreates every aspect of infantry warfare from the house-to-house fighting in Stalingrad to armored advances across snow-covered roads in the Ardennes. The underlying theme of SQUAD LEADER is one hinged on morale. Leaders play a major role by directing fire, rallying broken units, and generally enhancing the performance of their troops. The player who can direct his leaders the most effectively will usually be the winner. Nothing is certain though and SQUAD LEADER contains the unpredictable nature of men and machines which is both the blessing and bane of commanders.

CIVILIZATION is a game unlike any other game ever invented . . . a game of high-level player interaction with no dice and little risk of any player being eliminated. The object of the game is to gain a level of overall advancement to which cultural, economic, and political factors are important. The winner is the player who maintains the best balance between activities of nomads, farmers, citizens, merchants and adventurers.

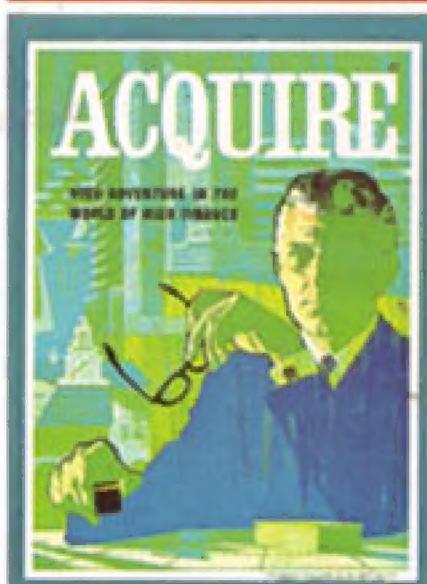
DIPLOMACY—For seven players (with special rules for two-six players), this is a game of political power, shifting alliances, back-stabbing and psychological intimidation. Each player represents one of the seven pre-World War I major powers—Germany, Austria, Hungary, Turkey, Russia, Italy, England, and France. The game is a series of "negotiation periods," where players try to out-wit and out-talk their opponents. To win, one country must control half of the mapboard which portrays Europe, North Africa and the Middle East.

TACTICS II—The hobby of wargaming was born in the late 50's with the inception of Avalon Hill's TACTICS. Now a direct descendant, TACTICS II is an outstanding introductory game for potential hobby members. The armies in the game are equal. Victory will be gained by a combination of logic, foresight, luck, common sense, and skill in military strategy and tactics. Game features include special functions for headquarters units, terrain effects, invasions, airborne assaults, weather effects, replacements, isolation, and even nuclear weapons.

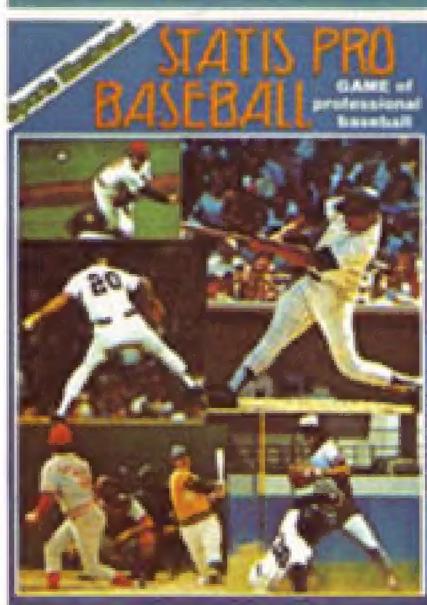
FACTS IN FIVE combines the elegance of simplicity and the excitement of competition with memory, general knowledge and an interest in trivia. The game pits players against time, themselves, and each other. In each round, players select five classes and a category in each class, selected from over one thousand choices of popular and academic subjects. Special rules allow children of all ages to compete on an even basis with adults.



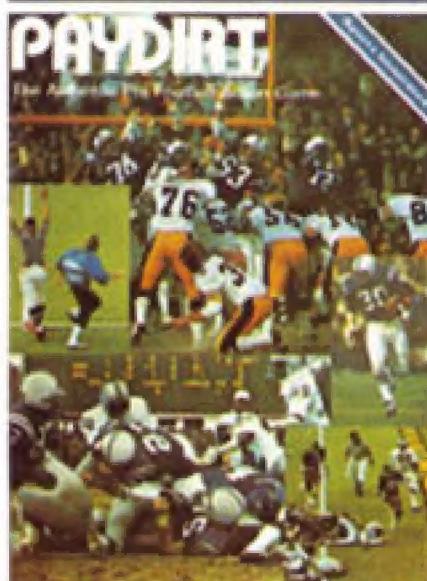
ACQUIRE is a game for two to six players that takes you into the world of hotels. Players must start hotel chains and then expand them by building more and more hotels around them. At the same time, players may buy stock in any active chains, even those begun by other players. The players with the most stock in a chain, control that chain. They will then try to make a profit by merging this chain with other chains, because the major stockholders receive bonuses during mergers. Luck will play its part, but the winner will be the player who has had the foresight to buy the right stock at the right time.



STATIS-PRO BASEBALL comes with "stat cards" representing every player of every big league team that performed regularly in the previous season. That's more than 700 individual cards! Statistically accurate in hitting, pitching, fielding! Each Player Card—whether the mightiest superstar or a little-used reserve—contains information depicting on-the-field performances in every department. Avalon Hill has computer-analyzed season-long statistics for each player's hitting, fielding, pitching, base-stealing, bunting, game-winning hits, even stamina . . . converting it all to "FAST ACTION" results. It's our guarantee that each player should perform in this game just as he does in real life!



PAYDIRT—NOW is the time to get hold of the Sports Illustrated Pro Football Game. We have scouted all 28 pro teams. We've determined their strengths and weaknesses on offense, defense, and special teams. And we've converted all this information into simple-to-use Play/Action Charts that put you right down on the playing field from Los Angeles Coliseum . . . to the sun at the Orange Bowl . . . all around the league . . . as QUARTERBACK of your favorite pro teams! These charts are your tickets to action. With them you can call all the shots—on offense and defense—for every pro squad. You can replay the complete pro season, playoffs, Super Bowl . . . until your team wins it all!





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